

**Viral
GAMES**



\$1.25 US
\$1.50 CA

APPROVED
BY THE
COMICS
CODE
AUTHORITY

Betty and Veronica meet THE *FINISHER*

**FIRST
EXCITING
ISSUE!**



**SLUMBER PARTY
SLAUGHTER!**

Just another day in Riverdale...

To infiltrate and take out a criminal doing business with an unwitting Mr. Lodge, **Frank Castle (a.k.a. The Punisher)** has arranged a sleepover with Betty & Veronica and their girlfriends. Under the pretense of his flight leaving at 1 AM, Espezota will leave at midnight - naturally Mr. Lodge will escort him to the (bulletproof) limo that pulls into the garage. If the girls and Frank don't act by midnight, Espezota will get away, stealing Lodge's valuable documents on his way out.

The slumber party starts at 8 PM, leaving them with 4 hours to herd Espezota into the wine cellar where Frank can make it look like an accident.

The girls must plan the route they want to herd Espezota through. The plan must involve a number of rooms equal to $2 + \text{the number of girls at the sleepover}$ (this includes the room Espezota starts in).

Thanks to the sprawling nature of the Lodge mansion every room is a viable destination from the previous room (it's assumed that hallways are also used, although they don't count for anything).

Espezota starts in a room randomly determined by the GM.

Each scene takes 20 minutes. If the girls do not successfully lure the criminal through three rooms and into the wine cellar by their 12th attempt (after four hours has passed), his limo arrives and he escapes scot-free.

The girls **MUST** lure Espezota through the rooms they planned to in sequence. When a girl passes her roll to lure Espezota to the next room he does so. If a girl fails this roll Espezota leaves the room and goes to a room randomly determined by the GM. If he doesn't go to the room they planned, they must follow him to the room he goes to and lure him to the next planned room from there.

For example, if Cheryl fails her Grace roll to lure Espezota into the Stables and he instead goes to the Upstairs Bathroom, the girls must follow him to the Upstairs Bathroom and lure him to the Stables from there.



Example

The GM rolls to determine where Espezota is, and finds that he is in the LodgeBot-5000 Control Room. The GM then secretly rolls on the Event table, and finds that Mr. Lodge is there as well. The GM decides that Mr. Lodge is showing him how it works, unaware that Espezota may well decide to use the knowledge against his host!

Ronnie, Betty and Cheryl make a plan to lure him Espezota to the Indoor Pool, then the Stables, and finally into the wine cellar where Frank can take care of him. The three girls enter the LodgeBot-5000 Control Room, and Ronnie tries to use her Charm to lure him into the Indoor Pool. "The pool must be heated to *exactly* 72 degrees," she tells Espezota as she holds her nose up, eyes closed, as she adjusts the Indoor Pool Heating Dial with her pinky finger extended. "Why don't you come join us?"

Ronnie fails her Charm roll and Espezota begins to say no, when Betty steps in and tries to use her Charm instead! She passes her Charm roll and Espezota agrees, a picture of Betty in a striped bikini filling the thought balloon above his head, but suddenly Mr. Lodge appears around the corner of the boxy floor-to-ceiling machine, wanting to keep Espezota there!

While Ronnie and Betty are busy Cheryl must distract Mr. Lodge by rolling a different attribute! Cheryl steps forward and tries to use her Smarts to distract Mr. Lodge by inquiring about minute details of the LodgeBot-5000.

Cheryl
passes
her

Smarts
roll and
Mr. Lodge
is distracted
long enough
for the girls to
lure Espezota to
the Indoor Pool! The
time is now 8:20 PM.



As they enter the Indoor Pool, the GM makes another secret roll on the Event Table and gets Slapstick Situation.

The players and the GM decide that Mr. Lodge has recently installed an indoor water slide, and a Grace roll is needed to avoid making a huge splash that soaks everyone.

Ronnie, Betty and Cheryl all make Grace rolls, but Betty fails hers and sends up a splash of water that douses everyone!

Espezota, cursing with indistinguishable typographical symbols, stomps away to the Guest Bedroom to change clothes, and the girls must lure him from the Guest Bedroom to the Stables and into the wine cellar.

It is now 8:40 PM, three hours and twenty minutes before Espezota will make his escape!

Each room also has a chance to have someone already in it. (Mrs. Lodge, a maid, etc.)

If anyone besides a family pet is in the room, one girl must attempt to distract him or her, while another girl tries to lure him to the next room.

If one girl fails her attempt to lure Espezota into the next room, another girl may step in and attempt the same attribute roll that the first girl failed.

Example: Cheryl fails her Smarts roll. Betty can step in and attempt to succeed with a Smarts roll to avoid the consequences of Cheryl's failed roll. This does not apply in Slapstick Situations or when dealing with other characters.



Locations

1. Kitchen
2. Formal Dining Room
3. Informal Dining Room
4. Guest Dining Room
5. Dog dining room
6. Stables
7. Rec room (billiards, couches, video games, etc.)
8. Indoor Pool
9. Outdoor Pool
10. Ronnie's Bedroom
11. Ronnie's Closet
12. Master Bedroom (Mr. and Mrs. Lodge sleep here)
13. Guest Bedroom (Espezota sleeps here)
14. Servant's Wing
15. Study
16. Upstairs Bathroom
17. Downstairs Bathroom
18. Garage
19. Drawing Room
20. LodgeBot-5000 Control Room (Controls automated systems in the mansion)

Room Events

- 1-2. All Clear
- 3-4. Slapstick Situation
- 5-6. Who's That

Who's That?

1. Mr. Lodge (Hiram Lodge)
2. Mrs. Lodge (Hermione Lodge)
3. Smithers the butler (Hubert Smithers)
4. Gaston the cook
5. A maid (Fifi, Marie, Celeste, Robin, etc.)
6. Bratty Cousin Leroy (Veronica's younger cousin)

Slapstick Situation

A Slapstick Situation requires the GM and the players to agree on a situation and the skill required to overcome it. Every girl must succeed with the agreed-upon skill roll or Espezota will leave and the girls lose 20 minutes.

Your Girl

Here's where you get to make your character! You can choose to be a pre-existing character like Betty Cooper, Veronica Lodge or Cheryl Blossom, or make up your own Riverdale resident!

Choose one attribute and write a 4 next to it.
Choose another attribute and write a 3 next to it.
Choose one of the remaining attributes and write a 2 next to it.
Finally, write a 1 next to the remaining attribute.

This is the number of six-sided dice you roll to use that attribute. A success is any die that rolls a 5 or 6.

Using Skills

When a girl makes a roll she makes an X next to the attribute. That attribute is now off-limits until all the other attributes have Xs next to them.

When every attribute has an X (when the girl has attempted to use all her skills), all the Xs are erased and the girl can use all her skills again.

Smarts: Science, mechanics, etc.

Personality: Conversation, jokes, etc.

Charm: Etiquette, allure, etc.

Grace: Horseback riding, gymnastics, etc.

First Name _____

Last Name _____

Smarts _____

Personality _____

Charm _____

Grace _____

